| Ref # | Hits | Search Query | DBs | Default Operator | Plurals | Time Stamp |
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| L7 | 10 | 5 6 | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2005/08/31 12:23 |
| L6 | 8 | "memory map" same "shared memory" same breakpoint | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2005/08/31 12:23 |
| L5 | 7 | "memory map" same "shared memory" same debug | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2005/08/31 12:23 |
| L4 | 176 | "memory map" same "shared memory" | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2005/08/31 12:22 |
| S1 | 17311 | shared near memory | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2005/08/31 11:54 |
| L3 | 11260 | "memory map" | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2005/08/31 11:54 |
| L2 | 4331 | ((717/124,127,129,149) or (711/113, 141,147,155)).CCLS. | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/08/31 11:52 |
| S92 | 42 | breakpoint same "shared memory" | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2005/08/31 11:51 |

Results for "((breakpoint 'shared memory')<in>metadata)"
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Results for "(('memory map' 'shared memory')<in>metadata)"
Your search matched 0 documents.
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Terms used breakpoint shared memory Found 7,733 of 880,485

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1 KDB: a multi-threaded debugger for multi-threaded applications

Peter A. Buhr, Martin Karsten, Jun Shih

January 1996 **Proceedings of the SIGMETRICS symposium on Parallel and distributed tools**

Full text available: pdf(991.10 KB) Additional Information: full citation, references, citings, index terms

2 Correctness of trap-based breakpoint implementations

Norman Ramsey

February 1994 **Proceedings of the 21st ACM SIGPLAN-SIGACT symposium on Principles of programming languages**

Full text available: pdf(852.38 KB) Additional Information: full citation, abstract, references, citings, index terms

It is common for debuggers to implement breakpoints by a combination of planting traps and single stepping. When the target program contains multiple threads of execution, a debugger that is not carefully implemented may miss breakpoints. This paper gives a formal model of a breakpoint in a two-threaded program. The model describes correct and incorrect breakpoint implementations. Automatic search of the model's state space shows that the correct implementation does miss a breakpoint. The r ...

3 Parasight: a high-level debugger/profiler architecture for shared-memory multiprocessor

Z. Aral, Ilya Gertner

June 1988 **Proceedings of the 2nd international conference on Supercomputing**

Full text available: pdf(764.60 KB) Additional Information: full citation, abstract, references, citings, index terms

Existing debuggers and profilers are inadequate for debugging and profiling parallel programs. They are awkward in their handling of multiple threads of control and highly intrusive in their monitoring of program behavior. ParasightTM is an architecture that is geared towards non-intrusive high-level debugging and profiling. Parasight controls and observes the execution of parallel programs in terms of the set of abstractions that are being employed by the programmer. D ...

4 Efficient debugging primitives for multiprocessors

Z. Aral, I. Gerther, G. Schaffer

April 1989 **ACM SIGARCH Computer Architecture News , Proceedings of the third international conference on Architectural support for programming**

Terms used **memory map shared memory** Found **6,975** of **880,485**

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1 A C++ Pooled, Shared Memory Allocator for Simulator Development

Marc Ronell

April 2004 **Proceedings of the 37th annual symposium on Simulation**

Full text available: pdf(191.24 KB) Additional Information: full citation, abstract

A pooled, shared C++ allocator developed for use withthe Standard Template Library (STL) is described. The allocatoris developed to serve as the core of a Road TrafficSimulator. The C++ allocator facilitates communicationand control between multiple processes using dataorganized in STL container classes. The open sourcesystem has been compiled and tested on the Linux operatingsystem and is freely available from its web site,http://allocator.sourceforge.net.

2 Munin: distributed shared memory based on type-specific memory coherence

J. K. Bennett, J. B. Carter, W. Zwaenepoel

February 1990 **ACM SIGPLAN Notices , Proceedings of the second ACM SIGPLAN symposium on Principles & practice of parallel programming**, Volume 25 Issue 3

Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references, citings, index terms

We are developing Munin, a system that allows programs written for shared memory multiprocessors to be executed efficiently on distributed memory machines. Munin attempts to overcome the architectural limitations of shared memory machines, while maintaining their advantages in terms of ease of programming. Our system is unique in its use of loosely coherent memory, based on the partial order specified by a shared memory parallel program, and in its use of type-specific memory coherence. Ins ...

3 MADMAN machine

J. S. Hutchison, W. G. Roman

August 1978 **Proceedings of the fourth workshop on Computer architecture for non-numeric processing**

Full text available: pdf(391.84 KB) Additional Information: full citation, abstract, references, citings, index terms

A back-end data base machine is discussed in which the back-end is closely coupled to the host system as an intelligent I/O device. The design of the hardware and software is such that the data base disks can be on either the host or back-end computers. The design is motivated by memory size considerations on mini-computer systems and also by cost considerations of large disks. The implementation of such a system on PDP-11s is discussed.